PlayStation

PAL

FORMULA ONE 2000™

OFFICIALLY LICENSED PRODUCT

Formula 1

PlayStation®

Precautions

• This disc contains software for the PlayStation® home video game console. Never use this disc on any other machine, as it could damage it. • This disc conforms to PlayStation® specifications for the European market only. It cannot be used on foreign-specification versions of PlayStation®. • Read the PlayStation® Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®, always place it label side up. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture.• Never attempt to use a cracked or warped disc, or one that has been repaired with adhesives, as this could lead to operating errors.

Health Warning

For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lighted room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

See back page of this manual for Customer Service Nos. and POWERLINE Nos.

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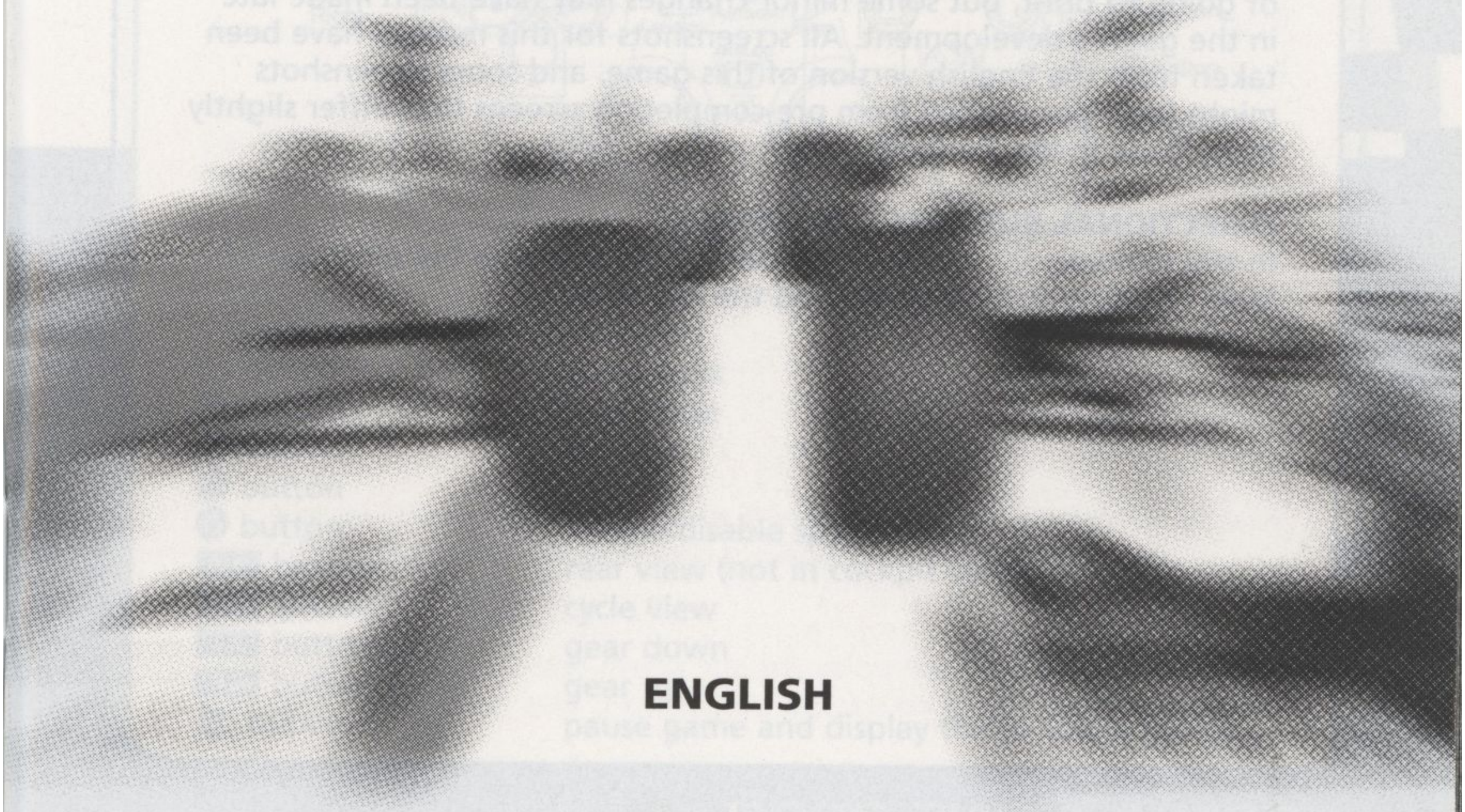
DUAL SHOCK neGcon

1 or 2 Players | Memory Card 2 blocks | Analog Control Compatible | Vibration Function Compatible | Optional Controller SLEH-0003

SCES-02777

FORMULA ONE 2000™

OFFICIALLY LICENSED PRODUCT



ENGLISH

SETTING UP

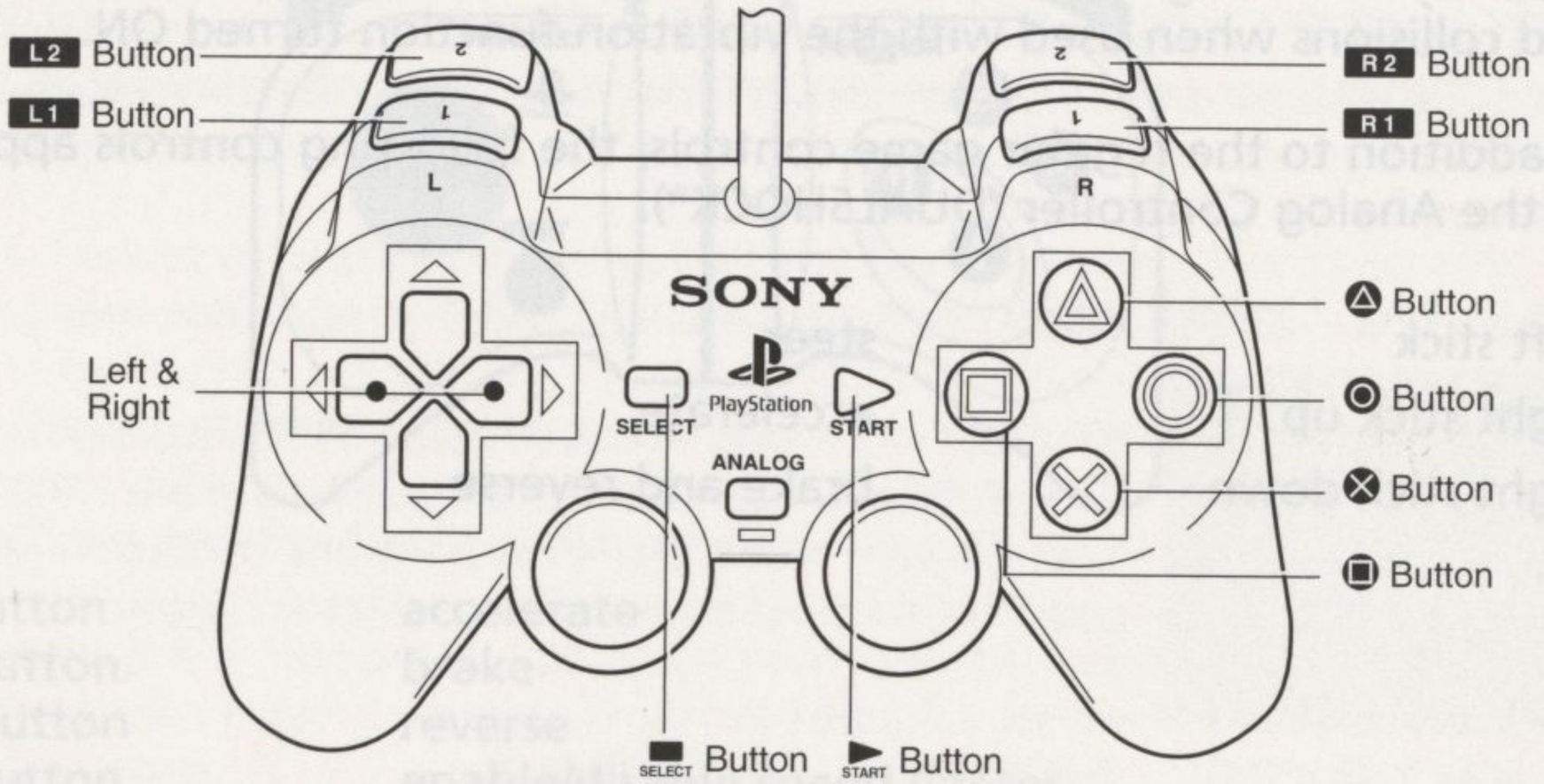
Set up your Console according to the instructions in its Instruction Manual. Insert the ***Formula One 2000*** disc and close the disc cover. Turn the Console ON at the POWER button. Do not insert or remove peripherals or MEMORY CARDs once the power is turned on. Make sure there are enough free blocks on your MEMORY CARD before commencing play. MEMORY CARDs are only supported in MEMORY CARD slot 1.

PLEASE NOTE: The information in this manual was correct at the time of going to print, but some minor changes may have been made late in the game's development. All screenshots for this manual have been taken from the English version of this game, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished game.

DIRECTIONAL BUTTONS – MOVEMENT

In this manual, ⇧, ⇩, ⇦, ⇨ etc. are used to denote the direction of both the directional buttons and the left stick.

FORMULA ONE 2000 IN-GAME CONTROLS



⇦ directional button	steer left
⇨ directional button	steer right
✕ button	accelerate
□ button	brake
○ button	reverse
△ button	enable/disable speed limiter
L1 button	rear view (not in cockpit view)
R1 button	cycle view
L2 button	gear down
R2 button	gear up
START button	pause game and display the In-Game Menu

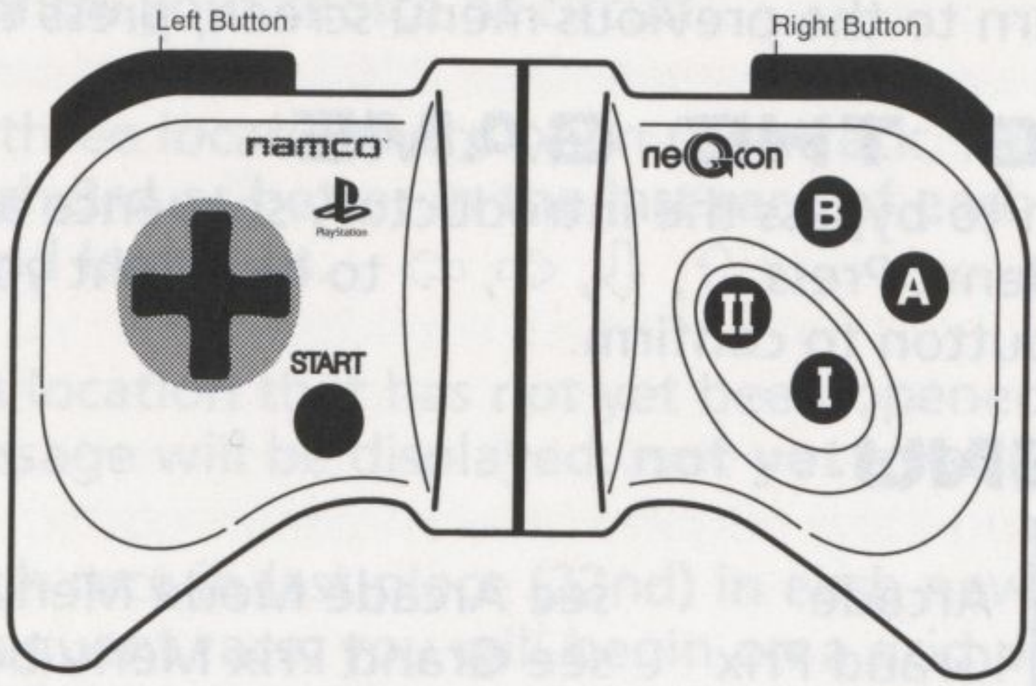
USING THE ANALOG CONTROLLER (DUALSHOCK®)

The ***Formula One 2000*** race experience can be greatly enhanced by using an Analog Controller (DUALSHOCK®) which not only delivers the accuracy of analog control, but also lets you feel the impact of crashes and collisions when used with the vibration function turned ON.

In addition to the regular game controls, the following controls apply to the Analog Controller (DUALSHOCK®).

Left stick	steer
Right stick up	accelerate
Right stick down	brake and reverse

NEGCON™ CONTROLS



I button	accelerate
II button	brake
A button	reverse
B button	enable/disable speed limiter
L button	rear view
R button	change view
UP button	gear up
DOWN button	gear down
START button	pause

To calibrate the neGcon, access the Options Menu, then the Controllers Menu and select **CALIBRATE**. See the Options Menu later in the manual for more details.

When navigating through menu screens using the neGcon, please use the I button to select and the B button to return to the previous screen.

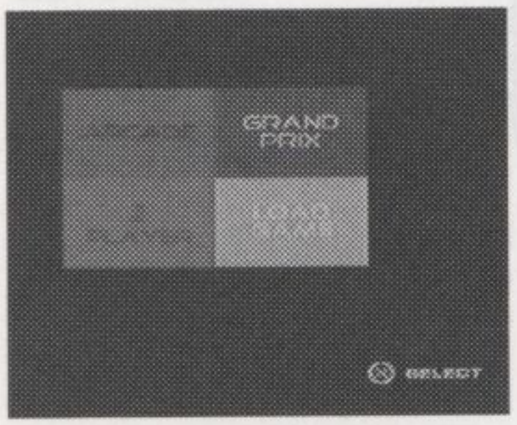
USING MENU SCREENS

Press ⇧, ⇩, ⇦, ⇨ etc to highlight an option, then press the ⊗ button to confirm. To return to the previous menu screen, press the △ button.

STARTING THE GAME

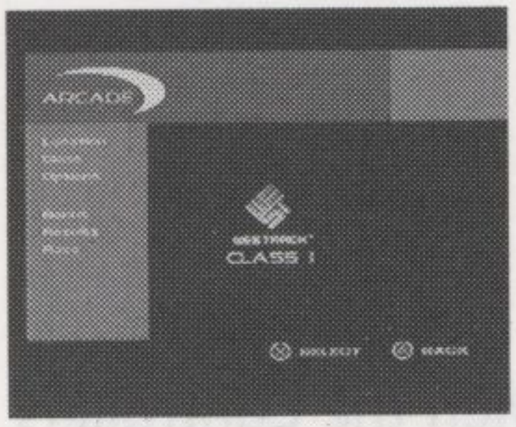
Press the ⊗ button to bypass the introductory sequence and access the Select Language Menu. Press ⇧, ⇩, ⇦, ⇨ to highlight your language, then press the ⊗ button to confirm.

MAIN MENU



Arcade	see Arcade Mode Menu below
Grand Prix	see Grand Prix Menu below
Two Player	see Two Player Menu below
Load Game	see Load Game Menu below

ARCADE MODE MENU



Arcade Mode is grouped into five location groups (Westrack, Souro, Raceline, Pista and Rennbahn) with four car classes. Locations are current Formula One circuits split into geographical groups. The four car classes are the current Formula One teams, arranged in pit-lane order.

Contested over three laps, you must remember to hit each checkpoint within the time limit. Failure to reach a checkpoint means game over - back to the start of that Location group. Crossing a checkpoint gives a time bonus.

LOCATION MENU

Press ⇦ and ⇨ to scroll through the track selection. Press the ⊗ button to confirm your choice of circuit.

Initially, only three locations are open (Westrack, Souro and Raceline). You must finish 3rd or better in the last race of each group to open up new classes and locations.

If you select a location that has not yet been opened, the following on-screen message will be displayed: **not yet available**.

You begin each race in last place (22nd) in each new location group. On each subsequent race, you will begin on a grid position according to where you finished on the previous race.

Therefore it is imperative to work your way through the field on each track so you have a chance of being third (or better) over the line in the last race.

CLASS MENU

Press ⇧, ⇩, ⇦ or ⇨ to scroll through the starting grid and view the car and logo of the teams that are currently available. Press the ⊗ button to confirm your choice of car.

Only Class I (Minardi, BAR, Arrows) is available initially. Higher calibre classes are opened as you complete each location.

OPTIONS MENU

Save Game

The current game will be saved to MEMORY CARD. Each saved game uses 2 blocks. If an existing ***Formula One 2000*** saved game is found on the MEMORY CARD, you will first be asked to confirm if you wish to overwrite your previously saved data. Press the ⊗ button when the save is successfully completed.

Sound Setup

Effects Volume

Press ⇦ and ⇨ to alter the volume level of the in-game sound effects. Press the ⊗ button to confirm.

Commentary Volume

Press ⇦ and ⇨ to alter the volume level of the in-game commentary. Press the ⊗ button to confirm.

Music Volume

Press ⇦ and ⇨ to alter the volume level of the front-end music and the in-game music (Arcade Mode only). Press the ⊗ button to confirm.

Effect Mode

Choose either Mono or Stereo sound output.

Commentary Freq.

Dictate the frequency rate of the in-game commentary by choosing MIN, MEDIUM, MAX or OFF.

Finally press ⇩ to highlight EXIT and press the ⊗ button to return to the Options Menu.

High Scores

Press the ⊗ button to scroll through the various race high score tables. Your rank, name, driver name and lap record or total points will be displayed. Press the △ button to return to the previous screen.

Controllers Menu

Remap

Press ⇧, ⇩, ⇦ or ⇨ to highlight an action button icon and press the ⊗ button to confirm. Then press ⇦ or ⇨ to cycle through the alternative button choices. Then press the ⊗ button to confirm and save the new setting. Repeat this method for each action until you are happy with the settings, then choose EXIT to return to the previous screen.

NOTE: when using the neGcon controller, the I and II buttons cannot be remapped from their default settings (accelerate and brake).

Calibration

NOTE: this option is only available when using a neGcon controller. When prompted to CENTRE (release twist) the neGcon, please set the neGcon to its neutral position and press the START button to confirm. You will then be prompted to set the DEADZONE, MAX TWIST RIGHT and MAX TWIST LEFT. Twist the neGcon to set the desired levels and press the START button to confirm.

To set the MAXIMUM ACCELERATION, depress the I button to select the desired level and press the START button to confirm. To set the MAXIMUM BRAKING, depress the II button to set the desired level and press the START button to confirm. If you have successfully calibrated the neGcon, the following on-screen message will be displayed: ***Calibration Successful***.

Vibration
Press ⇦ or ⇨ to turn the vibration function on or off, then press the ⊗ button to confirm.

NOTE: this option only applies when using an Analog Controller (DUALSHOCK®).

Screen
Press ⇧, ⇩, ⇦ or ⇨ to position the screen to your satisfaction. Then press the ⊗ button to confirm the new screen position and return to the Options Menu.

Bonus
As well as opening up new Classes and Locations, winning Location groups in Arcade Mode will reward you with some hot Formula One action photographs. Press ⇧, ⇩, ⇦ or ⇨ to highlight the thumbnail that you wish to view and press the ⊗ button to confirm.

Results
Displays the current Locations and Classes that you have access to. Red crosses denote the areas of the game which you have yet to unlock. So, come on, get out of that pit lane and get a move on!

Race
Press the ⊗ button to access the Arcade Mode Race Menu.

Arcade Mode Race Menu
Displays information including the number of the current round, your current score, race class, team and starting position.

Options
See Options Menu above.

Race
Time to take your position on the starting grid and begin the next race in the current Location.

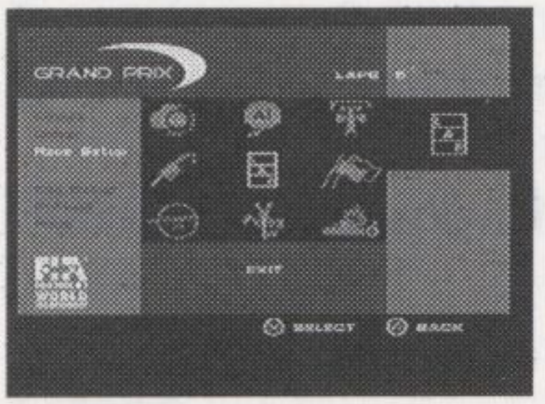
GRAND PRIX MENU

CHAMPIONSHIP

In this mode you will compete in a full Formula One season (17 races) with the ultimate goal of winning the Drivers' World Championship. If you are already in the middle of a campaign, either because you have loaded a saved game or have re-entered this menu from the Main Menu, then you will be given the option to start a new season or to continue the existing one. Select your preference and press the ⊗ button to confirm. Once on the Championship Menu, press ⇧ and ⇩ to highlight the options and press the ⊗ button to select one of the following:

Driver
Press ⇦ and ⇨ to cycle through the various driver options. Will you choose seasoned professionals like Coulthard or Alesi, or will you go for the unpredictable newcomers like Button or Heidfeld?

Race Setup Menu



Press ⇧, ⇩, ⇦ or ⇨ to highlight one of the following race options: Weather, Skill Level, Grid Assist, Fuel Usage, Laps, Rules, Pit Assist, Damage or Failures.

Press the ⊗ button to confirm your choice, then press ⇦ or ⇨ to alter the settings for each option. Finally press the ⊗ button to confirm.

A big influence on the result of a race can often be the weather conditions. Use the Weather setting to choose your preferred conditions for the race. The Real setting reproduces the climate experienced at each circuit, so of course, rain is more likely at some tracks than at others. Just like real-life weather it is also unpredictable, it might be different each time you visit a particular track. Check the weather forecast on the Race Weekend screen to see what to expect, but don't forget that forecasts are not always reliable.

The Skill Level setting lets you decide how smart your rival drivers are and also affects the dynamics of your own car. As you become expert, you may want to increase the skill level to make the racing more demanding and exciting.

Grid Assist means you can sit on the start line with your thumb on the throttle and you won't jump-start. Your car won't move until the red lights go out.

Initially, Fuel Usage is off so you don't have to worry about re-fuelling and race strategies. Turn Fuel Usage back on for more realism.

Use the Laps setting to determine the number of laps per race. Five laps is the minimum and you can increase this in steps up to full race length.

Formula One 2000 allows you to race under the same rules that Grand Prix drivers are subject to. Therefore, you'll get a Time Penalty if you jump the start or exceed the speed limit in the pit lane. You may also get a penalty for taking a short-cut, but this depends on whether it helped you gain time or a place, or if you are a persistent offender. You will get disqualified if you don't serve your penalties within three laps. With the Rules setting you can choose to turn off the rules and only see warning flags, although the default setting is for both flags and Rules to be off.

You can also get some help with your pit stops by turning Pit Assist on. This will automatically switch on the speed limiter as you approach the pit lane and switch it back off as you re-join the track. Pit Assist will also prevent you from stalling the engine as you move off after a pit stop.

The Damage and the Failure settings let you decide on the level of realism in the game when things start to go wrong on the track. The default settings are both Off, which means you are less likely to have a big crash and that your car won't be disabled if you do. As you become an expert driver in ***Formula One 2000*** you will probably want to play with greater realism and can change these settings.

Car Setup Menu

For every setup change there will be a positive and negative payoff, but if you need to customise your car, here's where you can. There are no right or wrong decisions, and even a misguided decision will not be wasted, provided you learn from it. In setting up a Formula One car, experimentation coupled with experience is the key to success.

Press ⇧, ⇩, ⇦ or ⇨ to highlight one of the following car options: Front Downforce, Rear Downforce, Suspension, Tyre Compound, Gear Ratios, Brake Balance, Gear Select, Brake Assist or Steer Assist.

Press the ⊗ button to confirm your choice, then press ⇦ or ⇨ to alter the settings for each option. Press the ⊗ button to confirm.

The Front Downforce and Rear Downforce settings determine the amount of downforce applied to the car. Downforce is needed to help the tyres grip on tight corners; the more downforce you have, the higher your cornering speed. The downside of this is that the wings create drag, reducing the maximum speed the car can reach on the straights. Aim to find a setting that will give you enough grip on the corners without sacrificing too much straight line speed.

Alter the Suspension setting to give you the best control in the corners. A soft setting will work best on a tight, bumpy circuit like Monaco, and a hard setting will be ideal for a circuit with lots of high-speed straights, such as Hockenheim.

There are just two tyre compounds this season – hard and soft – and both are available as either wet weather tyres or the more common dry tyres. Soft tyres give better grip, but are not as durable as the hard ones.

Racing drivers talk about long gearing and short gearing when they refer to the final drive ratio of the back axle. This Gear Ratio is chosen to get the best out of the car on each particular circuit. Long gearing gives you the highest top speed at the expense of some acceleration. You would choose a shorter ratio for a low speed, twisty circuit to help you accelerate quickly out of the slow corners.

The front brakes have to do more work than the rear ones, as the weight of the car is thrown on to the front wheels under heavy braking. The Brake Balance setting lets you alter the proportion of braking force applied to the front wheels. Under heavy braking, if you find the rear wheels tend to lose grip and break away before the front ones, then there's too much braking force at the rear and you need to increase the bias to the front brakes.

The Gear Select setting defaults to the Auto setting, but you can choose Manual for that extra authenticity of motorsport racing.

The Steer Assist and Brake Assist settings are there to make it easier to control the car. The default settings are off.

Options
See Options Menu earlier in this manual.

Race
Go to the Race Weekend Menu below.

SINGLE RACE

The Single Race Menu replicates the Championship Menu (outlined earlier in this manual), but you may now select the Circuit option to take you to the Circuit Select Menu.

Circuit Select Menu

Press ⇦ or ⇨ to display the available racetracks. A map of each circuit will be displayed along with a fly-by guide on the central screen. Press the ⊗ button to confirm your choice.

RACE WEEKEND MENU

Press ⇧ and ⇩ to highlight Practice, Qualify or Race (please see manual section PLAYING THE GAME), Car Setup, Options or Quit. Press the ⊗ button to confirm your choice. Press the △ button to return to the Championship Menu. You may also press the ○ button to access the Fuel Strategy menu if you have turned Fuel Usage to ON via the Race Setup menu (described elsewhere in this manual).

Fuel Strategy Menu

Use this menu to decide on a one, two or three stop strategy for the next race. Once you have selected the number of stops, you may press ⇧, ⇩, ⇦ or ⇨ to highlight and press the ⊗ button to confirm and then move the fuel stop markers along the horizontal time graph to modify your strategy. Select EXIT when you are satisfied with your strategy.

TWO PLAYER MENU

The Two Player Menu replicates the Championship Menu and the Single Race Menu (outlined elsewhere in this manual). Either player may move the highlight and select menu items with the two exceptions listed below:

1. The Driver Menu will prompt both players to select their team (see Driver Menu earlier in this manual for more details). Player 2 will follow Player 1 when selecting their team and driver. Player 2's Controller will be locked out while Player 1 is selecting his driver and vice versa.

2. Once a Controller has been selected on the Controllers Menu, only the selected Controller will respond to user input on the sub-menus (Remap, Calibration and Vibration – see elsewhere in this manual for a description of each).

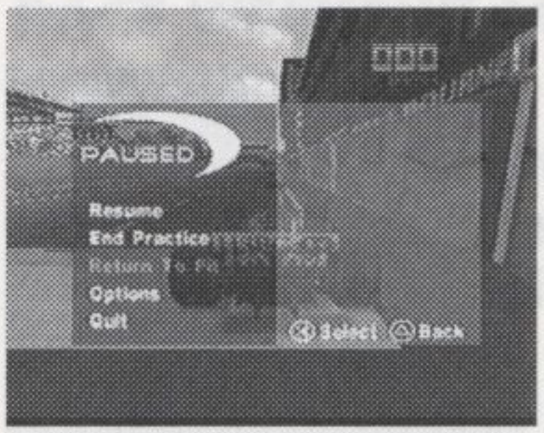
During a Two Player race, the screen will default to a VERTICAL split. If you want to split the screen horizontally, use the following procedure: press the START button to pause the game, then press ⇧ or ⇩ to highlight OPTIONS. Press the ⊗ button twice to select ON SCREEN DISPLAY. Then press ⇧ or ⇩ to highlight Split Screen and finally press the ⊗ button to select HORIZONTAL.

The Two Player race structure is as follows: you will both race a flying lap to determine who starts in pole position (unless you bypass qualifying from the Race Weekend Menu – in which case you will both start on the back row). Then it is time to burn some real rubber as you go head to head in a three lap race to the finish.

LOAD GAME MENU

To access a previously saved ***Formula One 2000*** game, press the ⊗ button. Save Game data will be automatically read from the MEMORY CARD. You will be asked to confirm if you want to overwrite your current game with this data (remember that your high scores, progress in Arcade Mode and all Championship modes will be replaced by the data read from the MEMORY CARD). Press ⇦ or ⇨ to highlight YES or NO and press the ⊗ button to confirm.

IN-GAME MENU



RESUME

Press the ⊗ button to continue racing.

RETIRE FROM RACE (Grand Prix modes only)

This will end the current race, but in Championship mode will allow you to progress to the next race in the season, although you will not score any championship points for this round. Press the ⊗ button to display the text "ARE YOU SURE?" Then press ⇦ to highlight YES and press the ⊗ button.

OPTIONS (Grand Prix modes only)

A small sub-menu of options will be displayed from which you can alter settings during a race.

SOUND (Arcade Mode only)

The only options you may change during an Arcade Mode race are the volume settings for the sound effects and music. Highlight the component you wish to change and press the ⊗ button. Press ⇦ or ⇨

to alter the level of the chosen audio component and press the ⊗ button when you have finished. Press the △ button to return to the In-Game Menu.

QUIT

If you select this option you will exit the current race and also the current Location Group (if in Arcade Mode) or the current Championship (in both Single and Two player games). Press the ⊗ button and select YES to quit.

PITSTOP MENU

Pitstop strategy can make all the difference in Formula One. You will receive messages throughout the race to advise you on the need for fuel stops, tyre changes and replacement wings. Ignore these at your peril.

Remember: speed limits are enforced in the pit lane, drive too fast and you could get a Stop/Go penalty.

When you enter the pit lane, your car will be detected automatically and taken to the team garage.

Pitstops In Practice Mode

Pitstops in Practice Mode give you the full range of settings to alter, with the exception of fuel (which is automatic – you will never run out in a practice session). The pit timer and countdown is also enabled allowing you to practice racing pitstops. If you are unhappy with your car's settings after you have tinkered with them for a while, you can simply select the PS icon to reload all of the defaults you set in the Car Setup menu.

Pitstops In Qualify Mode

The Pitstop Menu displays the time remaining in the session the number of qualifying laps remaining (from your allocation of 12) and the following options:

Go Track

Select Go Track to make a qualifying run. The timer will not start counting until you complete your pit-out lap and start your flying lap. After your flying lap, you may either stay out for another flying lap or drive back round to the pit entry, trying not to impede other drivers who may be on a flying lap.

Pit Setup

Here's where you can modify your car setup to improve your lap times on the current track. You are only offered a limited number of parameters to alter because there is not enough time in a qualifying session to make major adjustments to your car. Take advantage of the practice sessions to set your car up, and then you should only need to make minor adjustments during qualifying. Of course, if the weather changes during the session you may have to change your tyre type.

There are two counters on this screen: the counter on the right shows time elapsed since the pitstop started. The counter on the left will show either the number of qualifying laps you have remaining or, if you have chosen to change a setting on your car, the time until the current modification is complete. If you decide to change an individual setting then, of course, this will increase your pit crew's workload and time will be added to the countdown on the left. If the crew can complete the additional task in the time that is already shown, then no extra time will be added.

Once the countdown reaches zero, it will return to displaying laps remaining and the red OK icon will change to the green GO icon. Press ⇧, ⇩, ⇦ or ⇨ to highlight GO and press the ⊗ button to confirm your Pit Setup choices. You will be returned to the PitStop Menu.

Start Flying Lap

If you don't want to go through the process of performing an out lap each time you pit-in and just want to get straight on with that all important flying lap, then this is the option for you. Your car will get a rolling start at the beginning of the home straight – initially under computer control. You may either choose to take-over control immediately or wait until you reach the start/finish line, at which point computer control will cease automatically. An out lap will still be deducted from your qualifying allocation of 12 laps. In the same manner, if you select Return To Pit from the In-Game Menu while on the track, your current lap will count as a full in-lap from your allocation.

Qualifying Standings

Choose Qualifying Standings to see who is setting the best lap times and your provisional grid position. Press ⇧ or ⇩ to scroll through the list. Initially, there may be no names on this list but sooner or later, someone will start the scramble for pole position!

Advance Time

The qualifying session lasts for an hour, but you don't have to sit through the whole sixty minutes if you don't want to. Highlight Advance Time and press the ⊗ button to move the clock forward in 5 minute increments. Try doing this a couple of times and then view the Qualifying Standings. You'll find that the other drivers will have already set some lap times, which you can then try to beat.

End Qualifying
Press the ⊗ button and select YES to advance to the Parade Lap and the race itself. Before the Parade Lap begins, you will be given the option to edit the grid. If you select this option, you will be shown a display of the current grid line-up. Using the ⇧, ⇩, ⇦ and ⇨ buttons, move the highlight to the first of the two drivers you wish to swap and press the ⊗ button. Now, move the highlight over the second driver and press the ⊗ button – the two drivers will change places. Continue this process until you are happy with the current line-up and then press the △ button to return.

Quit
Press the ⊗ button and select YES to quit.

NOTE: this will not only quit the current race, but also the Championship season (if you are playing in Championship Mode) - so be careful!

Pitstops In Race Mode
As you drive down the pit entry lane, remember to activate your speed limiter by pressing the △ button. Control of your car will be taken out of your hands as you enter the pit lane and the Pit Stop Menu will be displayed. If you want to abort your pitstop, simply highlight the Drive Thru icon and press the ⊗ button before you come to a halt. Control will be returned to you when you reach the end of the pit lane.

If Fuel Usage was turned ON in the Race Setup Menu, select the Fuel setting to choose how much fuel you want your crew to put in the tank. This setting shows how many laps you can complete with the chosen fuel load.

Assuming that you want to make a pitstop, your car will simply stop at your pit – there is no need to press any buttons. The Drive Thru icon will change to the red OK icon and the countdown will commence. The Pit Stop now functions exactly the same as the Pit Setup in Qualifying Mode, except that pressing GO will return control to you and you can drive out of the pits.

Be careful though! If you press OK in the last second of the countdown before it changes to GO there is a chance that your engine will stall. Time will be added to the countdown while your crew uses the electric starter to get your engine going again.

Remember to turn off your speed limiter in the pit exit road by pressing the △ button.

END OF RACE MENU

Arcade Mode Results Screen

Once you have reached the chequered flag, you will be presented with the End of Race Menu. Press ⇧, ⇩, ⇦ or ⇨ to highlight and press the ⊗ button to confirm one of the following options:

FRONT-END
Return to the Front-End to view the results and save or continue your game (if in Championship Mode).

REPLAY
Watch the race again in real-time (some race replays may not be shown in their entirety).

RETRY
Start racing again on the same track (Single Race Mode only).

GRAND PRIX RESULTS SCREEN

The first screen will show the final finishing positions for the 22 drivers, along with the total race time and average speed of each. Press ⇧ and ⇩ to scroll through the entire list.

The next screen shows the number of Drivers' World Championship points awarded in this race. Finish in first position and you will be awarded 10 points; runners up get 6 points; come third to guarantee 4 points; finish in fourth to collect 3 points; come fifth and you will get 2 points and sixth place gets 1 point. Points are not awarded for a seventh place finish or below.

In Championship Mode you will have access to two further screens, accessed sequentially by pressing the ⊗ button to advance. The first is the Drivers' World Championship Table, showing the current standings for the season. The second table shows you how the race for the Constructor's World Championship is shaping up.

ENTER NAME

If you have done well enough to get a place on the hi-score chart, either in Arcade (score), Single Race (lap time) or Championship (lap time and championship points), here's where you can enter your name. Press ⇧, ⇩, ⇦ or ⇨ to highlight a letter from the alphabet, then press the ⊗ button to confirm. Use the space character to leave a space in your name or use the arrow icon to delete a letter. Finally highlight OK and press the ⊗ button to confirm your name on the Hall of Fame.

PLAYING THE GAME

Formula One 2000 brings you the authenticity of a Grand Prix race weekend experience. It is advisable to begin with a practice session, then progress on to the qualifying session before you enter the main event.

QUALIFYING

In Formula One, the qualifying session is vital for race preparation. Drivers put in their best time for a single lap, which is compared to all the other driver times in the qualifying session to calculate each car's grid position. The higher a driver's grid position at the start, the better his chance of finishing in the points at the chequered flag.

There is a practice session in the morning and qualifying takes place in the early afternoon. The outcome of a qualifying session can, and often does, dictate a team's tactical approach to the main event. A good tactic for a car that qualifies down the grid, is to begin the race with a light fuel load. Combined with a pit stop strategy that allows the car to refuel when caught in traffic, a skilful driver could use his car weight advantage to move up through the field.

FLAGS

A Formula One race is controlled by a system of flags shown to the drivers by the track marshals stationed at every corner on the track. The flags, and the rules which control them, can be turned on or off in the Race Setup Menu.

Black Flag

A black flag is shown to the driver when he has received a Time Penalty, or has been disqualified from the race.

Time Penalty
A Time Penalty is imposed if a driver makes a jump-start before the red lights go out, takes a short-cut, exceeds the pit-lane speed limit, or ignores three consecutive blue flag warnings.

The driver must serve the penalty within the next three laps by entering the pits and stopping for ten seconds at his garage. This is known as a Stop/Go penalty. If a Time Penalty is imposed during the last five laps of a race then 25 seconds is added to the driver's race time, instead of a Stop/Go.

Disqualification
A driver can be disqualified for failing to serve a Stop/Go Penalty or for dangerous driving.

Blue Flag
The blue flag is used to warn a driver that he is about to be overtaken by a faster car, and that he must allow the other car to overtake. Failing to obey three consecutive blue flags will result in a Time Penalty.

Yellow Flag
The yellow flag warns of danger on the track ahead, such as a crashed car or debris. Drivers must slow down and be prepared to stop. Overtaking is forbidden when the yellow flags are displayed.

Chequered Flag
This flag tells the driver that the race is finished.

WEATHER

The weather is one of the biggest factors affecting the outcome of a Grand Prix. The Race Weekend Menu displays the weekend's weather forecast. This could have all manner of repercussions for your car setup decisions. Pay particular attention to how the temperature could affect the track and ultimately your tyres. Furthermore, the mere threat of rain, should have you reconsidering your whole game plan.

PIT-STOP STRATEGIES

Formula One cars are allowed to re-fuel and to change tyres during a race. Although pit crews work hastily to change all four wheels and re-fuel, often in less than ten seconds, the driver loses a lot more time than this on each pit-stop. This is due to the speed limit in the pit lane and the length of the pit entry and exit roads. On some circuits, upwards of forty-five seconds can be lost by making a pit-stop.

So why do they bother making pit-stops? Why don't they put enough fuel in the tank before the start to last the whole race? Why don't they choose tyres that don't wear out at half distance?

Tyres

Formula One cars use tyres with much softer rubber than road cars. This gives them phenomenal grip at the expense of wearing out quickly. If the cars are already stopping to re-fuel it makes sense to use tyres that are optimised to last just long enough to complete each leg of the race. This way the tyres can be made as grippy as possible.

BRAKING STRATEGIES

Braking hard for a tight corner at the end of a long straight can be one of the few overtaking opportunities in modern Formula One racing. As you approach the end of the straight, try to get your car alongside the car you are trying to overtake. Whoever brakes last will then be able to command the racing line into the corner. This manoeuvre takes a lot of skill and courage. Get it right and you can pull off a spectacular passing move. Get it wrong and you will probably spin off the track.

Hints And Tips

You don't score any points if you don't finish a race, so your strategy needs to be a combination of aggressive and defensive tactics. Sometimes you have to be bold and go for the win, at other times a car in urgent need of repair means you should settle for a points finish. Pushing your car too hard may end in disaster and you won't score any championship points at all.

If you try to stay out of trouble and take your opportunities as they arise, capitalising on others' mistakes, you should do well. Of course, there's a lot of luck involved in winning a championship, but a true champion will recognise the right moment to pile on the pressure and force their rivals into making mistakes.

With overtaking so difficult in Formula One, a good qualifying position is important. The secret to qualifying well is good preparation. Ensuring you know every inch of the track and how to drive a perfect fast lap is only the start of your preparation. The car also needs to be set up to match the needs of each track and it is worth experimenting in the Friday practice session to see if you can improve on the set-up to suit your own driving style.

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